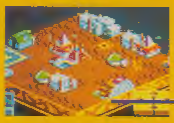
THE *Classic* TRICKS'N'TACTICS SUPPLEMENT

PRESENTED FREE WITH ACE

HINTS, CHEATS AND SECRET INFO ON SOME OF THE WORLD'S FINEST GAMES .....

nº 3 TNT



UTOPIA

LAST NINJA 3

RODLAND

ROBIN HOOD

THUNDERHAWK

PLUS: Special *Console* round-up

You lucky people. Not many things in today's nasty old world are free. Take this supplement for example, the third in a series of Tricks and Tactics specials, presented entirely free with ACE Magazine: We didn't just fall across a bundle of these things in the street you know. No. The finest journalistic talents on the planet, have strived to produce a tome of unparalleled quality. The top photographic minds have conspired to sort out the pictures, and the finest printers in the galaxy worked day and night on golden presses to make all the copies. And how much do you have to pay for it? Nothing that's what. So get reading, you ungrateful sods.

4 UTOPIA

Gremlin's space-age God sim has had a number of you stumped, judging by the number of calls we get in the office. And so, to put an end to your management miseries, the designers have kindly agreed to give you a step by step guide through the game.

6 LAST NINJA 3

PR Man Adrian Calc may be like that geezer who tortures Harry Palmer in the Ipcress File, but that doesn't stop Ninja 3 being a fantastic arcade adventure. But that, in turn, doesn't make it any easier. Which is why we've got some tip top tips for you.

8 THUNDERHAWK

You've read the review, you've read the fiction! You've played the game. But you keep crashing into the floor and being shot to bits by enemy MiGs. What a bind. Say goodbye to those chopper-flopping blues (oo-er, madam) with these simply incredible tips from the pen of the game's designer himself!

10 RODLAND

They may well be cute and cuddly, but that doesn't stop the monsters in Rodland being extremely difficult to destroy. Our man Haynes explores the more tricky levels of the game and reports back to you with his findings. Most fascinating.

12 ROBIN HOOD

Thank Christ that Bryan Adams song has gone out of the charts. Any road up, Robin Hood has done a fine job of riding the promotional coat-tails of the popular Kevin Costner movie. Turn to our hints and you'll be gliding through the Sherwood forest like there's no tomorrow.

16 ROAD RASH

It may look like a sad man's attempt at drawing with his feet, but Road Rash is still a fantastic game to play. However, unless you're a top motorcycle geezer (like Frank out of C+VG) you probably won't have a clue how to knock other people off their bikes with a chain. But now you do...

18 GAMEBOY

Some good Gameboy games get rounded up.

20 GRADIUS III

Cor! The Superfamicom! It's got brilliant graphics and everything. And now it's also got brilliant tips, thanks to us.

Another ACE Publication

Editor
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All-round good eggs who deserve to have their backs slapped for their assistance in the production of this classy publication are: Gremlin Graphics, System 3, Core Design, Storm, Millenium and Electronic Arts.

rick:
Cunning action or plan.
Craft, device, knack,
know-how, technique,
skill, secret.

Tactic:
Approach, course,
device, manoeuvre,
means, method,
move, scheme.

Tricks'n'Tactics:
ACE Magazine's
tips section; an
authoritative
breakdown of
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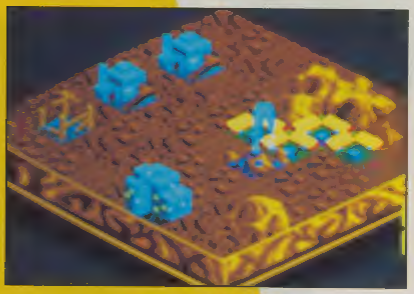
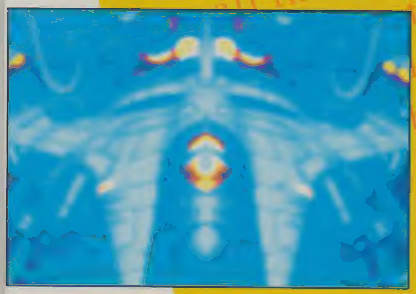
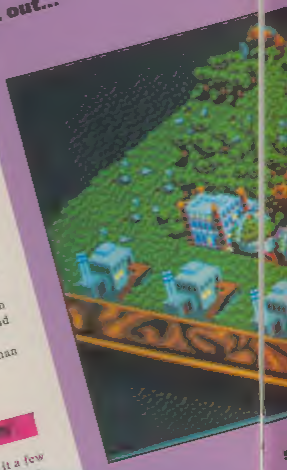
houses.





Utopia

Are those nasty colonists and aliens causing you grief in this troublesome space city simulation? Co-designer and programmer Graeme Ing reckons he can help you sort it out...



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Some of the information available on the Adviser Information Panels is not updated until the beginning of a new month. Get into the habit of looking at one or more of the advisers on the second of each month. It's particularly useful to view the Psychiatrist (F1) and Administrator (F2) reports and determine your priorities for the month ahead.

- Keep a good spread of Flux Pods throughout your colony so that you can build freely. In particular, build Flux Pods around the edge of your colony allowing you to quickly expand outwards.
- With a high population, several Hospitals have a greater effect upon Quality of Life than just one.

[illegible]

Put Income Tax straight up to twenty percent at the start of the game, and lower it a few percent at a time as you build up money. Once you're rich, remember to reduce tax to zero percent to make your populous really happy!

- If you're short of money, build lots of Workshops and Stores, and regularly sell the Tech Goods you produce. The same can be done with Chemical Plants and Fuel Tanks.
- Invest in Scientific Research early, by building Laboratories and recruiting Scientists, and make sure you maintain adequate Research Grants via the Finance Screen. Obtaining inventions takes time, so don't waste it.
- When putting money into Research Grants, it's best to increase the Military and Civilian Grants by equal amounts.

Special thanks to Ian Richardson at Gremlin

Get Ready For Battle

Once you're at war with the alien opposition, construct one or more backup Command Centres. You're severely hampered if your one and only Command Centre is destroyed. Don't forget these are critical to the security of your colony and are a primary target for an alien invasion force. Several important functions are unobtainable without an active Command Centre.

- When sending tanks and spaceships to attack the alien city, get these groups have a greater effect than sending just one or two at a time. For the best results, amass tanks and ships on the edge of the map and then send them all off together. Another good idea is to build one or more Tank Yards near the edge of the map so that you can send the tanks immediately to the enemy city. remember, tanks at a time, don't forget to dispatch your
- As soon as they've actually been invented, don't forget to dispatch your spaceships with a row in front of enemy vehicles as they approach your Land Mines in front of enemy vehicles cannot
- Learn the directions the aliens attack from and put extra defences colony. Where terrain permits, seal off 'valleys' with a row in those sectors. of Laser Turrets or Land Mines, so that enemy land vehicles cannot pass.
- If you have a power shortage and are under attack, build Missile Launchers instead of Laser Turrets, since the latter require a lot more power to operate.

Strike It Lucky

At the start of the game build a Hospital and increase the Birth Rate to High, so that your population increases quickly. This gives you more colonists available for construction and industry. Once you're happy with your population size, reduce the Birth rate back to Medium, else you will be forever building new Living Quarters and Hydroponics.

- Use the quick way of placing markers, using keys 1-8, as described on page twenty in the manual.
- Regularly check your Intelligence Grant by assessing the Spy Report screens every few months, even if you have received no spy reports. It's best to keep your level of spying to at least normal.
- To get an extremely large radar coverage, construct Flux Pods in all directions, building each Pod about ten spaces out from the last, so that you end up with a grid of Flux Pods ten squares apart. Then build a radar by every Flux Pod. Your radar should now cover almost the entire map!
- If the colonists realise you don't give a toss about them you'd better throw in a Security HQ and recruit more security personnel.

Attack & Run

- Build Tank Construction Yards around the perimeter of your colony so that tanks are ready to engage the enemy from whatever direction they choose to attack.
- When the space around the Tank Yard is full of tanks, move some of the tanks to unprotected parts of your colony to act as sentries. Ideally you should have small groups of tanks everywhere so that there is no weak point for the enemy to use.
- Be careful of tanks getting into trouble moving around obstructions.
- Maintain 'highways' of at least two spaces wide throughout your colony so that tanks can move about without restriction.

STRIKE IT LUCKY
To easily stake out the location of an Ore deposit, enter the Map Screen and position one or more markers over a patch of Ore. Then Exit to the main game screen and simply build a mine over the markers that you see. Easy, eh? The same process works for fuel deposits, of course.
If possible, avoid building Power Stations since they severely affect Quality of Life by producing hazardous waste products. Instead, try to build lots of Solar Panels. You'll have to build lots of Flux Pods too, to store power during Solar Eclipses. Another advantage is that when a Solar Panel is destroyed by the enemy, you only lose two megawatts of power generation rather than fifty megawatts if your power station is hit.

PAINLESS PLAY
Gamesters with single floppy disk drives can avoid most of the annoying swapping during play by accessing the Map Screen from the Game Disk and then keep the Scenario Disk in the drive. This way, you can access the Map Screen immediately and do not have to swap disks when you want to read a spy report. Access the advisers via the function keys F1 to F6.

TNT

When this enduring saga first appeared on the C64 back in 1987, who would have guessed we'd still be taking on the role of Armakuni, The Last Ninja, over four years later? Generally regarded as the best game yet, the third outing couples some fine-tuning improvements over its predecessors with plenty of fist fighting fun. Before you begin your quest to confront the evil Kunitoki for the third and possibly final time, take it easy and practice moving your on-screen Ninja persona around the screen.

Sure, this mysterious assassin dressed in black is exceptionally adaptable and agile but he can be a bit fiddly to control at times. Better to make those embarrassing moves now, before the real action begins. In particular, somersaulting and turning on the fly will prove essential later on. If you can't handle a nifty hop skip and a jump, you can forget it. Please remember plenty of Bushido power is needed in order to complete the game. Taking on and defeating an opponent with the correct weapon will substantially increase your rating.

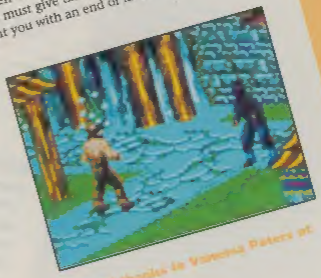
Shuriken throwing stars are probably the most devastating weapons, try to get close to your target before using them. If you're feeling a bit hard, more Bushido power is awarded to Ninja warriors who use hand-to-hand combat to tackle an armed enemy. Stealth is important but don't take it too far. Cowards, on the other hand, will lose this essential source of power if they decide to leave a screen without defeating an opponent. Such dishonour in real life would have resulted in instant death!

LEVEL ONE

You now own a sword, shuriken, nunchukas, bark, bellows and staff. Grab climbing staple, hop skip and jump onto lava platforms to climb up and collect end of level scroll, extra life, dust mask, key mould and ingot. Phew! Climb back down, hop skip and jump to the left of this lava. Then, using the strange-looking protective mask, enter the room filled with dust and seize some flux. Go to the platform near the pouring lava, hold the key mould and perform a pick up action to gain the key to the gate at the end of level screen. Don't forget to get rid of the tough guy first.

LEVEL TWO

After the frolics of level four, you're holding a sword, bark, nunchukas, shuriken and staff. Steal a piece of cheese, give it to the mouse and you'll be given the jewelled sword handle. Search for extra energy, an ink pot and vial of life, then find the climbing staple so that you can get the skull. You must give this to the statue who will come to life and present you with an end of level scroll for portal.



LEVEL SIX

Find the crowbar and the quill. Your sword, bark, shuriken, staff and nunchukas. The bark, ink and quill will make a scroll. Use this to release a spirit from the cockpit of the crashed plane. Make sure you've received the trendy-looking handman before fighting the baddie with the jewelled sword.

Special thanks to Victoria Peters at System Three

Last Ninja 3

If Ninjitsu is all the rage, how do you become a master of the martial arts? System Three acts as your personal software sensai...

LEVEL TWO

The sword, bark, nunchukas and shuriken are still in your possession. Collect a rope to climb down by the tree, release a lily pad from the reeds using your sword, then hop skip and jump onto and over the lily pad. Collect the bellows, extra life and end of level scroll. Hop skip and jump back over the lily pad to the next end of level guardian. Give 'em a slap like before and leave via the doorway.

LEVEL THREE

Bellows are added to your collection of objects saved from the first level. Collect a plug then drop it into the whirlpool to stop the waterfall. Pick up a shuriken, extra life, staff and end of level scroll. Defeat the inevitable bully and get out of there using the exit revealed when the waterfall stops.

LEVEL FOUR

Pick up the leather glove on the first screen and roofrilers nails outside a group of huts to make a climbing glove, then climb up to get the glass lamp. This restores your energy to a full whack and allows you to pick up gunpowder. Leaving the empty lamp, climb back down and collect some gun powder to join with the lamp and build a bomb. Pick up two branches and a chain to make nunchukas. Collect the sword, extra life, shuriken and bark. Now climb back up and go to the rock puzzle screen, drop your bomb by the rock to create huge explosion and subsequent gap below. Climb back down and collect the end of level scroll lying behind the rock. Go to the end of level big bad boss and defeat him using your sword. Exit through the doors.

THUNDERHAWK

Strapping yourself in the cockpit of a futuristic helicopter gunship is just dandy, but will you ever come back alive? The ground-crew at Core Design are happy to pass on some of their expert knowledge...

FLY IT SAFE

Try to fly low between forty and one hundred feet. This keeps you below most of the early warning radars. The longer you fly above 250ft, the easier it is for the enemy radar to spot you and send out fighters to investigate the intrusion. Dodge around and use the terrain as a protective barrier. The enemy cannot fire through hills and enemy helicopters have to fly over them. Never waste this excellent opportunity to hit out at such a vulnerable, over-exposed target. Desktop pilots should also be aware of other factors like adverse weather, if it's too hot outside, for example, your bird will feel sluggish and you'll lose a bit of an edge. In such conditions, it's best not to hang too close around hills and other ground obstructions. Better to be safe than splattered!

- Always use the auto weapons selection for most missions. The only changes that can occasionally prove useful is to replace the FFAR rocket pods with AGM-214 Firestorm laser-guided missiles because they're more accurate. The only problem with the Firestorm is that if your nose optics get damaged, you cannot get a weapons lock. Also, if you have any missions that require the taking out of enemy early warning radar, use the AGM122-L SMARM missiles. These are 'Fire and Forget' missiles that home in onto any strong radar source. Just point the helicopter in the general direction of the target and raise the nose up slightly before you fire, this gives the missile a better chance of locking onto a strong signal. This system can be used at long distances, so you don't have to get within sight of the target to hit it.

MISSILE EVASION

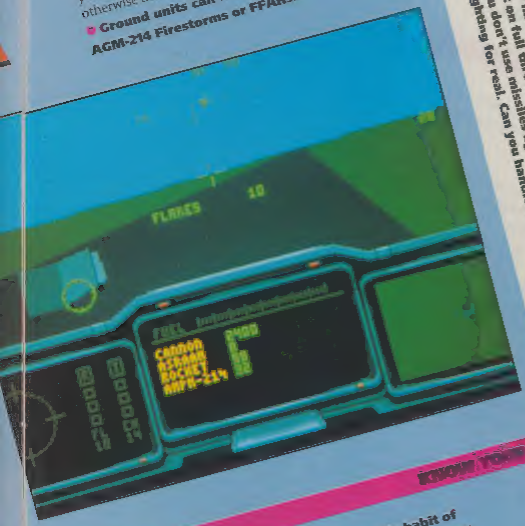
As soon as your hear the missile warning beeps, check the threat display to see what type of missile has been fired. Normally it will be an infrared missile, so launch a flare decoy and also turn away from the missile if it's in front of you. Missiles fly in a straight line and will brush through anything to reach their target. The same technique is true for radar-guided missiles, just use chaff to decoy them. Another tip is to activate the infrared jamming system. This will stop most of the ground-based infrared missiles but it won't give any air-launched infrared missiles too much trouble. Again, similar rules apply for radar jamming. Warning! Constant use of jamming makes you a better target to air and ground units, so use them sparingly.

Special thanks to Mark Avory and Richard Barclay

BOMBS AWAY

Always bomb the target dead centre or you'll miss it! Fly at 250ft if you use Mk-81 high drag bombs, if you're any lower the blast will also cause damage to the AH-73M Thunderhawk itself. If you use standard 500 pound Mk-82 bombs, fly at 500ft otherwise the same thing will occur.

• Ground units can usually be dispatched with AGM-214 Firestorms or FFARs.

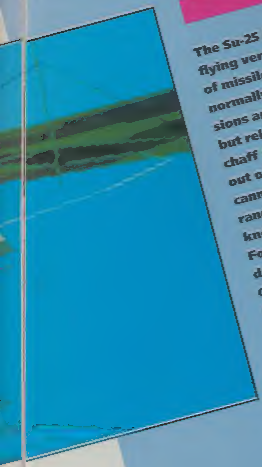


LOCK ON TARGETS

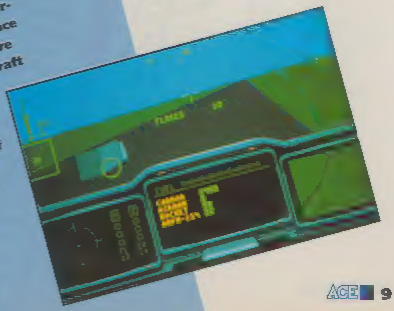
There are two types of attack helicopters in Vorill-run into two types of attack helicopters in Thunderhawk and these are both more dangerous than their counterparts. Keep them at a distance and fired winged counterparts. Keep them at a distance and never simply try to outgun 'em. The MIL Mil-24 Hind-A is the most common type of enemy chopper. It's not very good at dodging missiles. Getting a missile lock on it with a AIM-11F Swallow will normally send its tail-rotor and climb you. The first Hokum ground attack helicopter can outturn and climb you. The first thing to do when you locate one is to quickly attempt a missile lock. Incredibly accurate guns make these the AIM-10 Cobra has a less-satisfactory success rate. You're in trouble. Swallow's as the Hokum cannot dodge these. You're in trouble. If you run out of missiles and only have your cannon left. Wait for the Hokums to stop dodging and then fire your cannon in a short bursts. Remember it's only effective at very close ranges so you've going to take a few risks. As soon as you fire, will naturally climb to avoid your fire. As soon as you fire, put on full throttle and try to keep with her. It's just like dog-fighting for real. Can you handle the challenge?

KNOW YOUR ENEMY

The Su-25 Frogfoot has a nasty habit of flying very low and firing a large amount of missiles in your general direction. It's normally used for ground attack missions and is therefore heavily armoured but relatively slow in the air. Use your chaff and flares until the Frogfoot runs out of missiles, she will then switch to cannon. Use a AIM-11F Swallow medium range radar-guided air-to-air missile to knock her down. These are 'Fire and Forget' missiles and fighters cannot dodge them. If you're packing AIM-10B Cobra short range infrared missiles, the technique is obviously going to be different. Although they can home into surface heat rather than exhaust plume, they're still less effective against enemy aircraft than the AIM-11F. It takes two Cobras to destroy a fighter compared to just one Swallow. Remember Frogfoots carry a lot of flare and chaff decoys and can carry out devastating counter-attacks if your reactions are too sluggish.



Being one of the world's finest air superiority fighters, the MIG-29 Fulcrum flies higher and faster than the Su-25's but carry less missiles. Try to get a missile lock when the fighter turns to face you head on. A Fulcrum can outrun missiles, so wait until the very last moment possible before releasing your destructive selection of ordnance. If you've run out of missiles and are taking hits from the enemy fighters, get down low to around thirty feet as they cannot hit you very well at low heights. Don't rely on a chaff decoy because it isn't very effective against the MiG-29's powerful on-board radar. Nevertheless, the Fulcrum doesn't handle very well at low speeds. If all else fails, use your helicopter's manoeuvrability advantage to gain the upper hand.



TNT

A crazy carry on and no mistake! Having a spot of bother with those spineless spuds and slippery sharks, guv? It's a level run-down you'll be wanting then...

TERRIFIC TUFT

SCENE 1
Spuds on the first two levels are relatively harmless. Be careful not to kill any until you've collected all the flowers. E-X-T-R-A letters are far more valuable.

SCENE 2
To avoid having to kill the Spuds, you must practice dodging them. When you're chased by a Spud and there is no ladder nearby, build a ladder, climb two thirds of the way up, wait for the enemy to pass, and jump off to one side.

SCENE 3
Never mind the Corncobs. They are only good for bonus letters. But keep an eye on those Sharks. You get a brief warning before they blow a deadly bubble. When only one baddy is left, it will go into turbo mode.

SCENE 5
The only way to reach the top platform is by hitching a ride on one of the balloons. But wait until both Sharks have come down first. Remember your adversaries can climb onto balloons, too.

SCENE 6
You may find yourself chased up a ladder, just as another baddy has started coming down it. Don't panic. Just build a short ladder alongside the long one, climb to the top, wait for the enemy to pass, and step over.

SCENE 7
Nessies will home in on you only if you're on the same level. If you build a ladder and just climb up a single rung, Nessies will wander around aimlessly.

SCENE 8
Climb up the two little platforms in the middle, build a ladder up to the top platform, but do not climb it. Jump down onto the little platform at the bottom and wait until all three Corncobs have climbed down. Now it's safe to climb to the top. Pick up the flowers here and walk to the left end of the platform. Build a ladder down. Lower yourself until you're hanging at the end of your ladder, next to the side platform. From this position you can safely zap the Corncob and sling him off the platform. Collect the flowers and repeat the procedure on the right hand side. Your opponents will now turn into the red Kaburas. Here comes the tricky bit. How to land on the floor without losing a life: climb down onto the lowest platform, wait until all Kaburas are facing away, walking from the centre. Jump down into the free area and shoot all baddies from behind. You should be able to collect five letters here

SCENE 10
These multiplying Spuds are of a more dangerous variety. The more you kill, the more they will reproduce. To keep the population under control, do not pick up any of the bonus weapons.

BULL PHASE 1
When this bouncy character moves to the left, walk right and vice versa. Turn around just before he hits the ground. You should be able to get one shot in, every time he touches the floor. This incarnation takes fifteen hits.

BULL PHASE 2
In this form, the Bull will dive as soon as he is directly above you. Stay on the left-hand side of the screen but away from the side. When the Bull comes down, walk to the left. While he moves along the ground, it's possible to zap him one or two times.

BULL PHASE 3
Don't bother climbing ladders. Wait until the Bull materialises at ground level. This stage takes fifteen zaps.

BULL PHASE 4
This is simply a matter of ultrafast reflexes. You can walk in front of the Giant Bull, but be careful not to get stamped on. It takes forty hits to free your mom and complete the game.

TRICKY TUFT

The eye is the only weak spot of this Whale. You may need to build ladders to get some hits in. Baby Whales don't climb ladders, so you're almost safe when you climb up. If only you had an umbrella. The Whale takes twenty hits.

SCENE 21
Lobsters attack without much warning at close range. So when one is near, just assume it is going to pinch and climb a ladder quickly.

SCENE 22
As soon as one of these Starfish throws its boomerang at you, the only escape is up or down. If you're feeling brave, just stun a Starfish with your wand. This is one of the nicest animations in the game.

SCENE 26
Bells with spikes on are quite deadly. Keep their movement in mind when planning an escape route.

Special thanks to Nadia Singh at Storm

Rodland

The safest place to be is the ground level. Don't bother climbing up to the floors they will climb down to you! And when they do be prepared to give them a lift with the old magic wand. Watch your back, a super fast, vertical and zap may be needed to survive the baby Crocs. The last two remaining hyperactive reptiles is not to be recommended. Therefore it is a good idea to kill all Crocs on one side first, before you begin on the other side. Crocodiles take nine hits each.

SCENE 11

Your first encounter with the Polymorphs. These creatures have the silliest attack weapon seen in a long while. As soon as you notice one preparing for attack, build a ladder and run up it, but don't quick. Bunnies are more or less harmless but watch out where one white you're on the same level. As soon as you notice one preparing for attack, build a ladder and run up it, but don't quick. Bunnies are more or less harmless but watch out where one finds a carrot and goes turbo.

SCENE 15

Insect attack! These Wasps are the only type of baddy that can fly. This makes them very tricky to dodge or capture. And of course their sting is deadly. Hint: red Kabuns have no wings.

SCENE 16

Keep an eye on those Square Blobs. When one is directly beneath you he'll attempt an attack. Otherwise they're pretty dense.

SCENE 17

The first level with portals. When using one, be sure that the destination is clear otherwise you may not survive your sub-dimensional jump.

SCENE 20

More Wasps. Don't bother with the bonus game, just get out of here quick.

An Elephant on a trapeze? Don't use the platforms they're dangerous places. Try to stay above until the Elephant comes down. First he will come to a full stop in mid-air. This is your warning sign to get out of the way or be sat upon. When the Elephant takes thirty hits he will come to a full stop on the ground, you get a few seconds to zap him. This is only available on Levels 4, 7, 26, 27, 34, 35, 36 and 39.

SCENE 31

Before you use one of these portals look at the destination they're awarded by Spike Balls. This is not a safe means of travel. As before it the Spuds but don't pick up their goodies.

SCENE 37

Jump across to the safe side of the pillar. You can still zap baddies from there.

SCENE 38

Remember that being above a Square Blob is not a safe place to be. And on this level, they're very active. If only you had wings.

SCENE 39

Some Spuds will get stuck in the boxes on either side of the screen. This is a good opportunity to zap 'em through the wall.

WEAPONS

Will travel along a horizontal line until it hits an opponent or the side of the screen. It can only kill one bad guy.

Bounces until it hits the edge or kills a baddie.

BOMB
Sets off a large explosion which destroys anything nearby.

Creates two shock waves that will kill all baddies on either side. Make sure these creatures are all within range for maximum bonus points. Hyper is

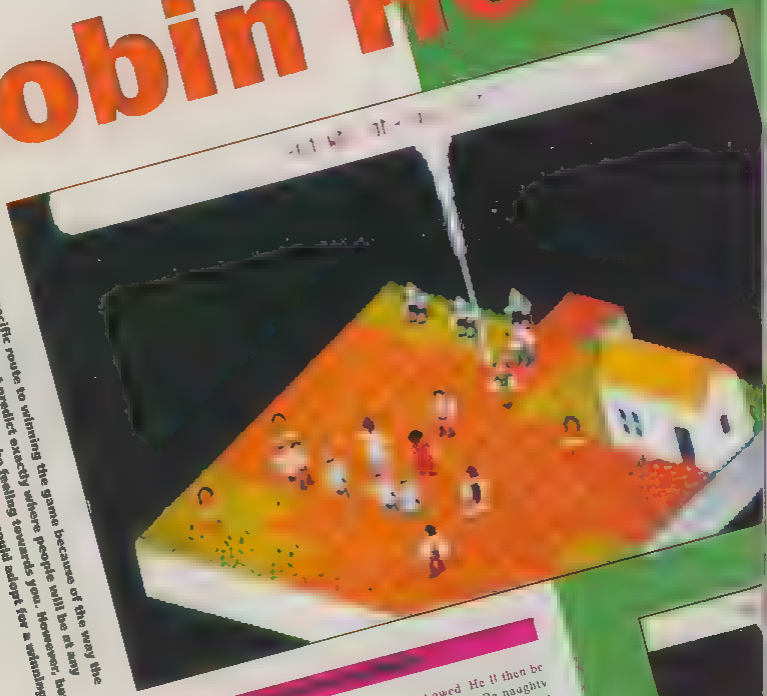
Splits into four individual bouncy balls that wipe out your foes on contact. Found on levels 6, 11, 13, 18, 24, 28, 31, 33, 38, 39 and 40.

Produces a spray of deadly ice crystals during levels 12, 20 and 39.

When collected, this gives you a flame thrower for a limited amount of time. Have fun scorching those baddies on levels 17, 22, 32 and 37

Gadzooks, sire! It's goodly gamement but 'tis not worth dying for, eh? Olde storyteller and part-time folk singer Steve Grand extends the yarn with a few carefully chosen words...

Robin Hood



There is no specific route to winning the game because of the way the world works you cannot predict exactly where people will be at any particular point or how they may be feeling towards you. However, here are some general do's and don'ts which you could adopt for a winning strategy...

After committing two or more other robberies or killings Robin will be outlawed. He'll then be arrested on sight. Further crimes lead to your Merry Men being outlawed as well. Be naughty just one time too many and the Sheriff will put a price on your head. Once this happens almost everyone will be tempted to turn you in and claim the reward money.

Don't draw a bow in sight of any guards, this is illegal and may result in arrest.

A disguise is available from Friar Tuck, but first you'll have to meet him! Note that the fat monk makes frequent trips from the monastery to the castle. On his return he is usually carrying some gold. You should rob him of his gold and give this to the poor of course! Tuck will flee for quite some distance and can be found moping on the ground. Speak to him at this point and he will explain that he can not return to the Abbey without the gold. he will join your cause and give you the cloak. You cannot be recognised while disguised as a monk, but be careful not to drop it by shooting at an inappropriate moment.

Occasionally you'll see a small ring of dots on the grass. These are magic mushrooms. Use the fire button to pick them up. The mushrooms can be brought back to life but you must use it before they're buried. Mushrooms may only be used once. But some

Archery practice, naturally enough, increases the rate at which Robin can fire arrows.

The guardian of the island is no use as a corpse.

Don't sit back and let the poor peasants hang. Rescue one and they could well become a close personal ally.

Remember not to neglect the fair Maid Marion, she's very pretty and will give you a ring after three conversations because she's that kind of girl. You'll have to speak to hear three times before she will finally fall in love with you. The ring lets you look into the hearts of other characters.

The wizard at the North West corner of the map will give you a powerful crystal for viewing Sherwood on your first visit. Subsequent visits can yield further clues.

Remember your objective is to insert a well-placed arrow into the heart of the Sheriff. If you can find a way to shoot him at the same time as your popularity is high, you must also gain sole occupancy of the castle. Robin may not normally enter the castle unless he's under arrest or followed someone in. Don't forget you can use the monk's disguise from Friar Tuck. A good time to enter the castle is when the Sheriff and some guards are on their way to church. Stand in the entrance and shout the Sheriff on his way in

When you hear someone in distress, they may have been arrested for stag hunting or being unable to pay taxes, you should run direct to the gallows and fight the guard just before he hangs the prisoner. This gains plenty of heroism points and you may find that you've rescued Will Scarlet. If you do, Scarlet will give you a horn. When you give it a blow, the horn will summon Will Scarlet, Little John and Friar Tuck if he's been recruited.

TNT

A dragon may be extremely bad tempered and violent but did you know it can talk slaying the dragon gains a high heroism rating but he needs to be hit twice So, run like hell after you've fired your first shot He'll chase you for some time but will eventually give up and creep home Then go back and have another crack Dragon s never let it lie! Once he s been wounded he'll head for you any time he sees you

Peasants get hungrier in Winter, so make sure you've got some money to give beggars.

Once you've recruited Little John, subsequent visits to his island will let Robin put his feet up. Other Merry Men will normally return to the island after a mission.

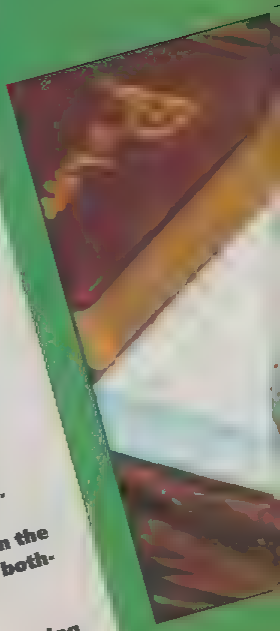
The Duck talks a load of old, erm, birdshit. Perhaps our feathery friend should learn exactly what it means to be a sitting duck?

Empty bellies make for poor warriors, so make sure the underdogs aren't underfed.

If you're not seen as a hero when you win the castle back, you might as well not have bothered.

Killing the evil Sheriff of Nottingham is going to scare the guards no end. Their first thought will be to find a place of safety, you should get there before them.

Special thanks to Ian Saunter at Millennium



TNT

Robin Hood

Just in case you can't hack it as an outlaw we present some exclusive program codes never published before. The cheat the whole cheat and nothing but the cheat. This is your last chance to play the game as it was originally intended turn thy eyes now!

Ye cheating bast. Okay, enough of the insults and away we go just press the ALT key followed by any of the bracketed numbers for the desired effect. There are more hidden features and tricks to discover so do a little bit of experimenting on and see what happens.

CAUSE PROCLAMATIONS:

(370) **Outlaw stag hunting**
(371) **Outlaw Robin Hood**
(372) **Outlaw Merry Men**
(373) **Put a price on Robin's head**
(441) **Cycle through seasons**
(213) **Move to island near Little John**
(214) **Move to spring near Wizard**
(639) **Make Merry Men join up**
(1031) **Marion falls in love**
(166) **Maximum heroism**
(167) **Minimum heroism**
(828) **Legalise Robin Hood**
(666) **Cause a church service!**

Life in the fast lane can be hard if you're not an Easy Rider or Harley-riding Terminator. Can Electronic Arts turn you into a new age Hell's Angel...

Road

● It's best to keep to the middle of the road when travelling along a stretch of straight track in the earlier levels of the game. Once more manic motorists switch to the right-hand side of the road as your preferred portion in highway as the approach of cars is obviously going to be slower if they're travelling in the same direction as you.

● Taking on bends in the road at full speed is a risky business. If the success of taking the next corner looks doubtful apply the brakes fast. The only fools in Road Rash are the ones that rely on speed rather than skill.

● Don't forget low obstacles will give you the boost of a jump while higher ones must be avoided at all costs.

● Top priority must be given to getting yourself a club. Just ride up to the owner of such a weapon and snatch it with by pressing button C at just the moment he tries to use the club. This handy little batter should now be yours.

● Leave the joypad alone after being dismounted and your rider will make his own way back to the bike.

KEEP YOUR MOTOR RUNNING
These passwords will place you at the beginning of a level with no races completed. Two passwords are available for each section, giving you a choice of a bike and cash balance. Only complete losers would need passwords for the first level.

Rash

LEVEL TWO

Press 1 to start Level 2 riding the Panda 600 with $5,100 in the bank
Press 2 to start Level 2 riding the Banzai 750 with $3,500 in the bank

PANDA 600
00000 00J00 102V5 21JLD

BANZAI 750
00000 00J0 .13BT 22KDP

LEVEL THREE

Press 1 to start Level 3 riding the Banzai 750 with $5,100 in the bank
Press 2 to start Level 3 riding the Kamikaze 750 with $89,800 in the bank

BANZAI 750
00000 00RJ0 011V5 32RV4

KAMIKAZE 750
00000 00S20 117R5 33UV1

LEVEL FOUR

SHURIKEN 1000
00000 01421 109G5 448VN

FERRUCI 850
00000 01420 019C5 457VO

LEVEL FIVE

PANDA 750
00000 01S91 00EGJ 567HM

DIABLO 1000
00000 01S90 10EGJ 576IK

TEENAGE MUTANT NINJA TURTLES 'FALL OF THE FOOT CLAN'

Enter the energetic bonus game in Stage 1-1 by breaking the second oil barrel and entering the space it once occupied. Further down the line, wait for the hovering Tubular Transports to drop down to your level before giving them a slap. The second bonus game can be found in Stage 1-2 by walking under the sewage pipe next to the wall. You'll have to jump over the monstrous motorcyclists in Stage 1-3 and watch out for the falling ceiling during Stage 1-4 before your confrontation with Rocksteady. Wait for him to get close before strutting your stuff and kicking mutant butt.

Gameboy

GENERAL TIPS

For a totally surfing good trip, try riding the rising pillars on Stage 2-1 but beware of the avalanche as you reach the steps. Don't drop into the same of Stage 2-2 and try to get Bebop from behind. Got that?

Baxter Stockman the flying mecto-nerd, leads the convoy of Foot Soldiers in Stage 3. Jump kick the lot the squirt after he tries to buzz you.

Make sure you destroy the falling donuts of Stage 4-1 before they hit the floor. Shake off the mechanical fish before they feast on your hero in a half shell. If you're in trouble, jump out of the water when you return these pesky critters will have disappeared. Jump to the upper left hand side of the screen at the beginning of Stage 4-2 to play another bonus game.

On Stage 5, get close to the beams before making a run for it. There's only one slice of pizza on this level so don't waste it. Wait for Road Kill Rodney to attack you before making your move with a quick Jump Kick. Watch out for Rodney's electric cable. If you're quick enough you should be able to topple the towering Krang exoskeleton on Stage 5-2 and complete the game.

Pause the game to activate a cheat mode. Press up, up, Down, Down, Left, Right, Left, Right, B and A. This replenishes your energy but can only be used once per game.

CHEAT MODE

Hit the dirt every time you see a pot box in Area One. Use the Hunter Gun to wipe out the Hovercraft and Submarine. This weapon fires a constant stream of bullets which automatically home in on the nearest opponents.

Androids will come at you from the left when you're dealing with the massive Armoured Carrier as part of Area Two. Snipers are waiting for you to climb past Area Three's waterfall. You can't hit them until they're completely visible, duck down as soon as the trap doors open at the start of this section.

Unfortunately, there's no safe spot to stay when dealing with the Experimental Spiderbot at the end of Area Four. Keep knocking the bullets out while avoiding the laser fire. Pray for a few lucky shots. Switch to the Fire Gun for most of this section because it's your most powerful weapon. Later on, shoot one of the alien eggs to get yourself a handy Hunter Gun to tackle the level leader.

Some of the crustaceans growing in the laboratory in Area Five are cod enough to break out of the big ant test tubes and attack you. Stay alert at all times, there are more pitfalls here than in a section of town council crazy pavement. As the guns situated on the ceiling can prove to be a real pain. Treat them like the snipers in Area Three. By the way, you can't destroy the pincers of the bodyguard robot protecting Black Viper. Wait for any hesitation, then launch your final attack.

Roundup!

R-TYPE

Kill the Gladiator boss at the end of Stage One by firing your power pod at its stomach. Let this little baby do the business while you play it safe and keep out of the way near the top of the screen.

Gemba, the end of level guardian on Stage Two, can prove tricky when her sneaky bits make a play for you!

Never get greedy when going for extra speed pods. Collect too many of these and you'll go totally out of manageable control.

Make sure your R-9 spacecraft is equipped with the Fire Chain power-up weapon before tackling the huge Crusader battleship found on Stage Three. This megadeath device will clear the way ahead with ease and speed. It's also good at picking off gun emplacements.

Be prepared to dodge some intergalactic garbage that rains down from above during Stage Five.

If an enemy attacks you from behind quickly press the A button to execute a n fly elbow punch If they are stunned get close and hold the A button aga n to throw this opponent over your shou der by pushing the oypad either left or r ght

Give top priority to d sarming any characters and then collect and use their dis carded weapons before they have a chance to get them back If you're ever in doubt, kick 'em in the head This crude method seems to work for most of the t me

Jump kick Williams straight after you've used the elevator in Mission Two Take too long and he'll present you with a lovely gift your very own stick of dyna m te! Dodge the rather large gap between the conveyor belts with a single leap by simultaneously holding down buttons A and B to perform a superjump

Linda is a real bimbo in the Dark Forest of Mission Three Sometimes she'll even drop into her own watery trap Take a step back if you see a stalactite about to fall down At the end of this section, get to the right-hand side of the platform and wait for the mutant strongman Abobo to fall into the lava as the ground crumbles underneath h m

When going for the bonus at the end of Stages One and Three press buttons A and B as fast as you can Claim the prize of an extra life if you h t the punch bag 100 times in just 10 sec- nds

Ghetto blasters are great for quieting down your foes but they can only be used once

Gizmo should pick up the pencil before any other items

Our little fuzzball is an agile little chap who can change his direc- tion in mid-air Utilise this capability to move Gizmo out of the way of impending trouble

Gently tap the A button as you cross the rows of prickly thorns pop- u ating the genetics lab of Stage Two Bat Gremlin, found at the end of this level, will try to swoop down on you Stay on the move and lash out with your pencil when he s next to you

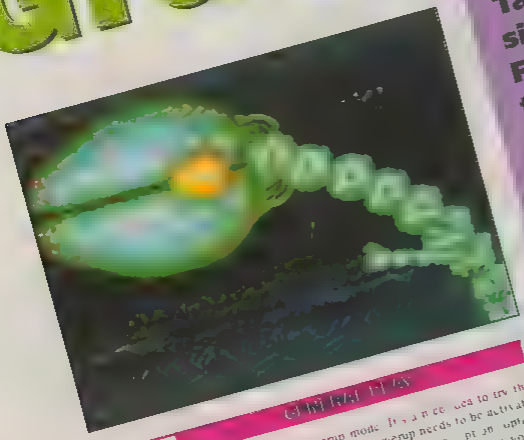
Never the touch the Electric Gremlin when he s in full effect This Stage Three leader is only vulnerable when he looks like a normal Gremlin

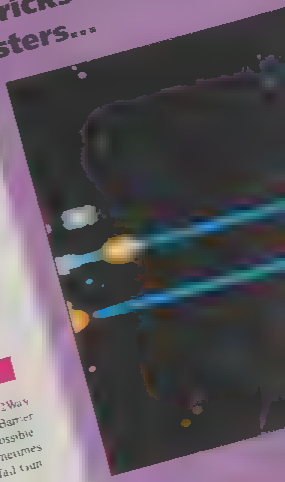
It's a good idea to collect the big heart located in the lobby of the sprawling Clamp Centre Watch out for Spider Gremlin and his little m nions at the c max of Stage Four

TNT

Gradius III

Take this classic Super Famicom cartridge out of the cardboard, dust it off and try out these trickster tipsters...





GENERAL PLAY

Go to the option screen and turn on auto powerup mode. It's a nice idea to try th option because you won't have to worry about which powerup needs to be activated next. It always follows a strict select on order of speed missiles ripple option laser option, option shield and then wimpy rotates through each selection until you're spaceship is destroyed. Of course you can adapt this to suit your particular playing style. Once you have a full complement of powerups keep your capsule credit hovering over he selection. Your current shield will then be instantaneously replaced after it has been wi away.

If you wish to give yourself an edge by cheating try holding Left on the pad and press ing the A button three times when the title screen appears. This will give you an extremely pleasant twenty one ships per credit instead of the rather paltry three that comes as stan dard.

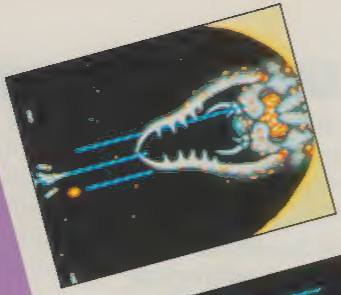
POWERUPS

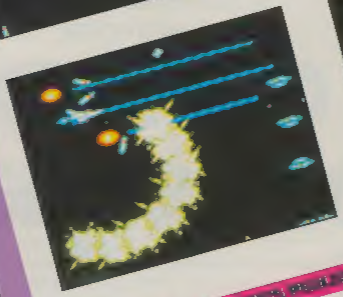
Never use the predefined powerups. Enter the edit mode screen and select the following. Warp Back or Hawk Wind Missile. Tail Gun Cyclone Laser Rolling Option Force Field and Full Barrier or Mega Crush. This group should give you the most powerful and versatile spacecraft possible. The Rolling Multiples Option for instance not only provides a widespread onslaught but can sometimes protect your back and sides against unwanted collisions. Always choose Cyclone Laser over Tail Gun unless your situation is pretty desperate and there are no more powerup capsules in sight.

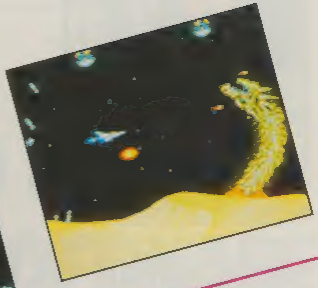
Try to keep to a powerup speed of about two or three anything faster and your bird will be too diffi cult to handle.

Only travel on the far right-hand side of the playfield if you're confident you've managed to memo rise all the attack patterns on that level. Easier monsters should choose the middle ground, r stage their fight.

Never leave it too late to burst the green and blue bubbles in the second stage. By this time you should have a satisfying selection of weaponry to deal with the situation. The bubble boss is a rea breeze just constantly shoot into the middle of the beast until you've blown its brains out. Any coll sions with the acrobiobs being fired in retaliation will seriously deplete your shield.







Stay back when the volcanoes appear on the next stage and pump everything you've got into 'em until they cool down a bit.

Watch out for the hidden boulders during the later stages of Level Three, these rotund rocks require quite a few hits before they can be cleared from your path. Aliens spacecraft will try to ambush you, too. Keep your eyes peeled for any movement directly above or beneath your position.

The Easter Island statues on Stage Four are only susceptible to your shots when their mouths are open. Achieving the correct angle is the single most important deciding factor for your success or failure. If you're having difficulties, keep moving around to find an easier weak spot in this ancient defence network. Meanwhile, don't let the electrified polo mints get too close to your ship.

Be careful once you've destroyed the two-headed fire dragon on Stage Five. The flying debris that results can still kill you...

Remember not to get tangled by the tentacles of Stage Six. For once, it's a pretty wise decision to move to the far right-hand side of the screen and outrun these unpleasant mutations of nature.

The ultrafast corridors of Stage Seven dictate a policy of total navigation rather than picking up a few weapon powerups – even if you need them. Additional speed is the only powerup needed here.

Stage Eight is filled with a load of nasty big guardians. These are all dispatched by first shooting their little orange barriers, then the blue sphere which eventually turns orange and finally grey. Take it easy and never underestimate the weaponry being brought into play against you. Beware of the dumpy little starfreighter at the beginning of the level. After using homing missiles it will switch to frequent giant beams of laser-tipped toothpaste. Have a go while it's recharging to fire the next bolt of blue light.

Corridors can get very tight in the ninth stage of Gradius III. So, stay on your toes and never fly near the edge of the scenery, either at the top and bottom of the screen. As soon as the walls collapse, make a swift surge forwards to foil a sneaky rear-guard attack by the enemy.

Although he looks impressive, the massive talking brain at the end of the game isn't really that tough. Give it your best shot and aim for his ugly mush.

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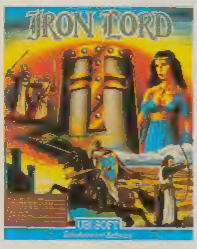

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